

FIG. 1

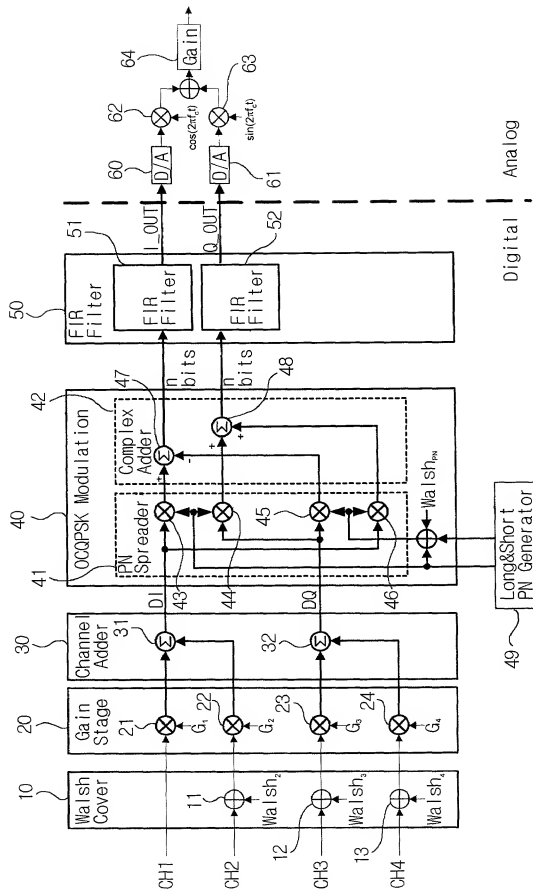


FIG. 2

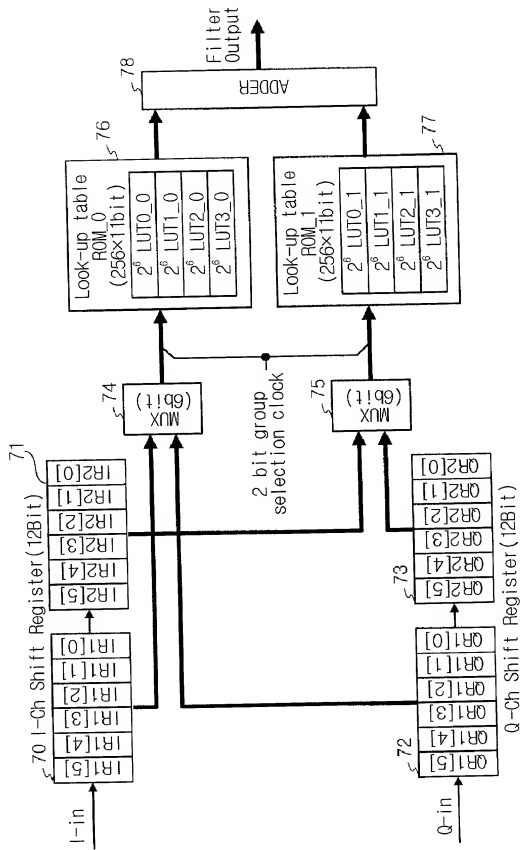


FIG. 3

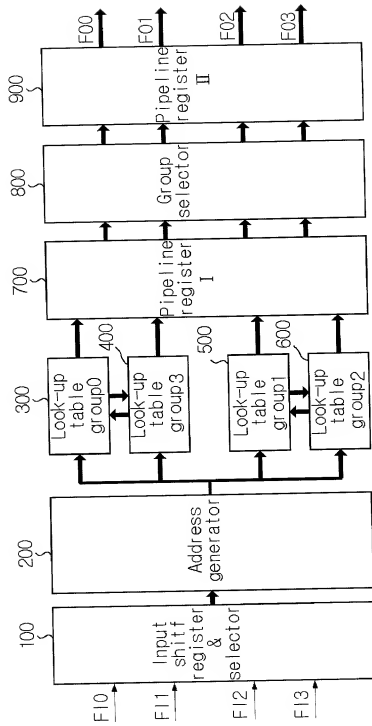


FIG. 4

Total 108 Tap	LUT_0						LUT_1						LUT_C						LUT_2						LUT_3											
	0	1	...	22	23	24	25	...	46	47	48	...	59	60	61	...	82	83	84	85	...	106	107													
Look-up table group 0	0 14 8 12 16 20 24 28 32 36 40 44 48 52 56 60 64 68 72 76 80 84 88 92 96 100 104						2 <sup>5</sup> LUT0_0						2 <sup>5</sup> LUT0_1						2 <sup>5</sup> LUT0_C						2 <sup>5</sup> LUT0_2						2 <sup>5</sup> LUT0_3					
Look-up table group 1	1 5 9 13 17 21 25 29 33 37 41 45 49 53 57 61 65 69 73 77 81 85 89 93 97 101 105						2 <sup>5</sup> LUT1_0						2 <sup>5</sup> LUT1_1						2 <sup>5</sup> LUT1_C						2 <sup>5</sup> LUT1_2						2 <sup>5</sup> LUT1_3					
Look-up table group 2	2 6 10 14 18 22 26 30 34 38 42 46 50 54 58 62 66 70 74 78 82 86 90 94 98 102 106						2 <sup>5</sup> LUT2_0						2 <sup>5</sup> LUT2_1						2 <sup>5</sup> LUT2_C						2 <sup>5</sup> LUT2_2						2 <sup>5</sup> LUT2_3					
Look-up table group 3	3 7 11 15 19 23 27 31 35 39 43 47 51 55 59 63 67 71 75 79 83 87 91 95 99 103 107						2 <sup>5</sup> LUT3_0						2 <sup>5</sup> LUT3_1						2 <sup>5</sup> LUT3_C						2 <sup>5</sup> LUT3_2						2 <sup>5</sup> LUT3_3					
Input shift register & selector output	6 bit						6 bit						3 bit						6 bit						6 bit											
	A[26:21]						A[20:15]						A[14:12]						A[11:6]						A[5:0]											

*FIG. 5*

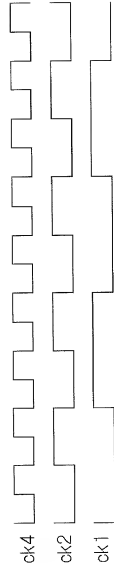


FIG. 6

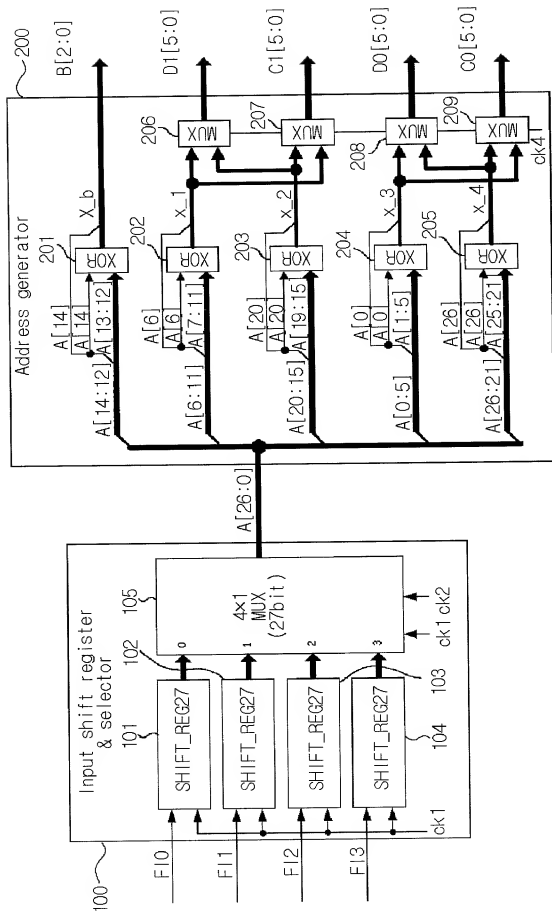


FIG. 7

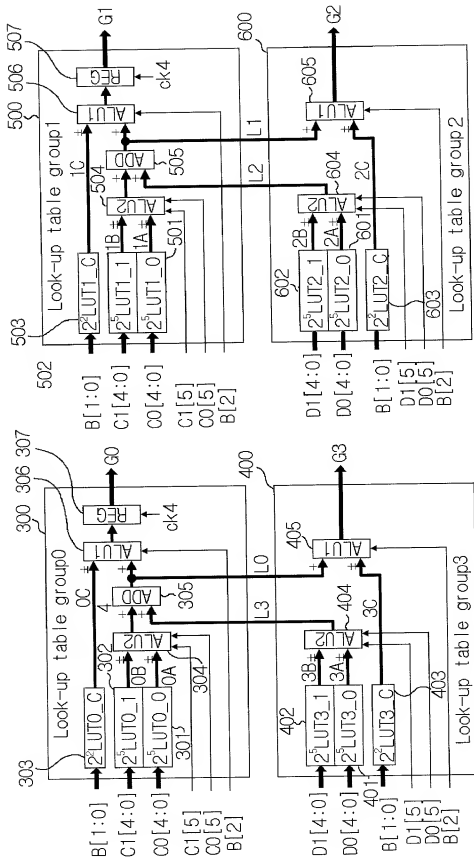


FIG. 8

